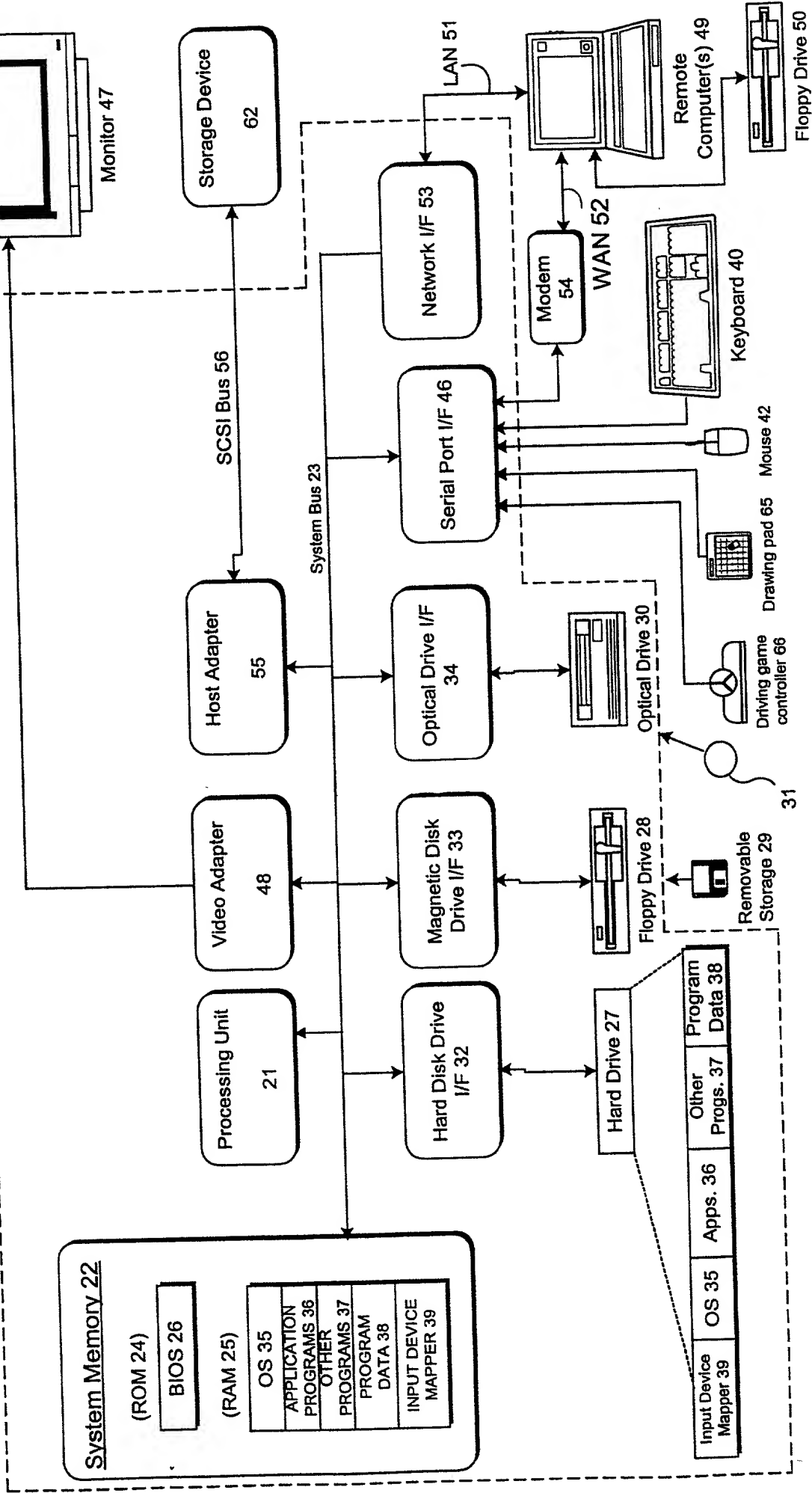


Figure 1

Computer 20



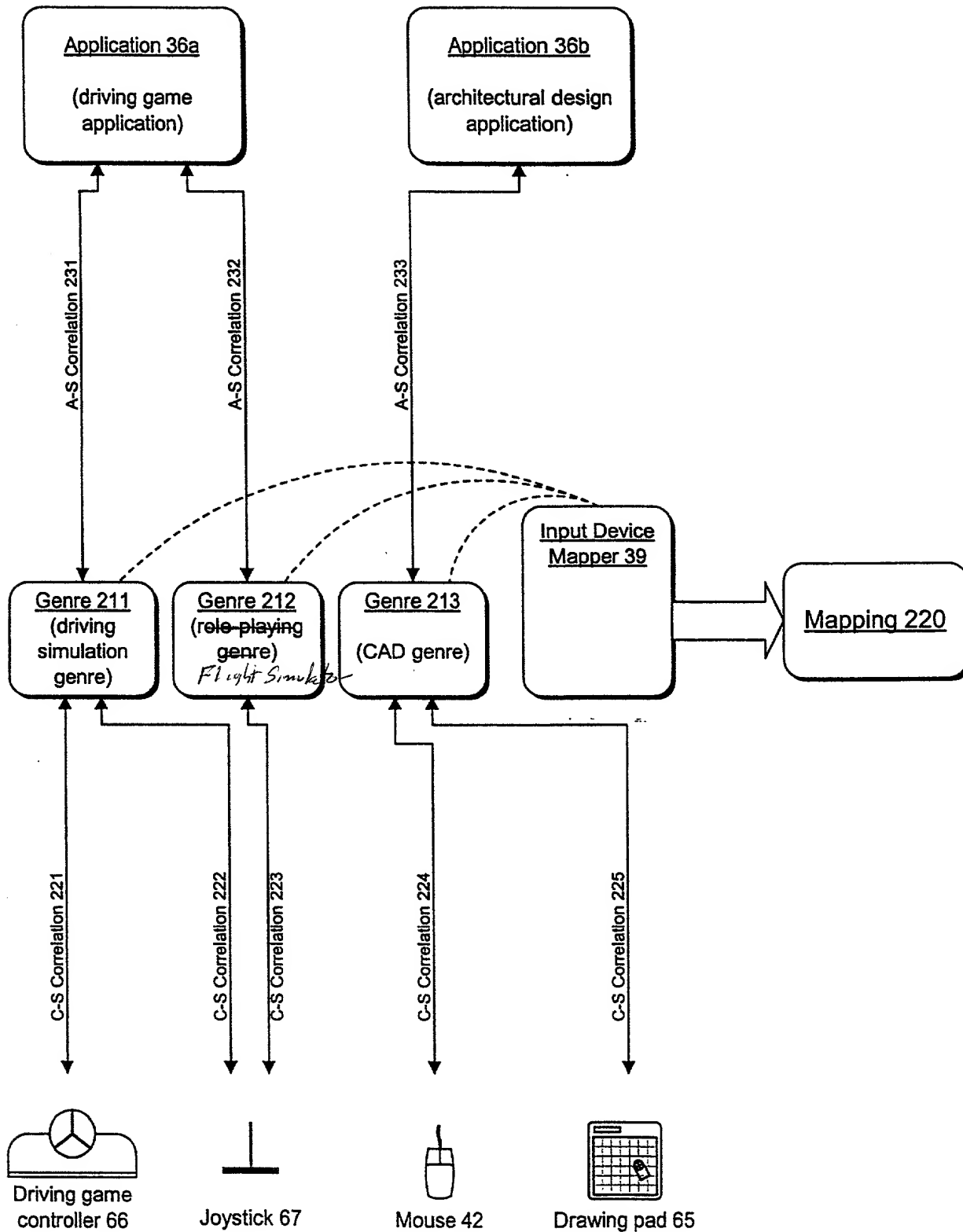


Figure 2

Figure 3

C-S Correlation 221

CONTROL ON DEVICE 66	SEMANTIC
Trigger 1	FIRE
Button 1	SHIFT UP
Steering Wheel	STEER
Right Pedal	ACCELERATE
Left Pedal	DECELERATE
Button 2	TALK
Vibrate	RUMBLE
.	.
.	.
.	.

301

Figure 4

A-S Correlation 231

ACTION IN APPLICATION 36a	SEMANTIC
turn left or right	STEER
speed up	ACCELERATE
slow down	DECELERATE
change to next higher gear	SHIFT UP
fire machine guns	FIRE
change dash display	DASHBOARD
feedback	RUMBLE
.	.
.	.
.	.

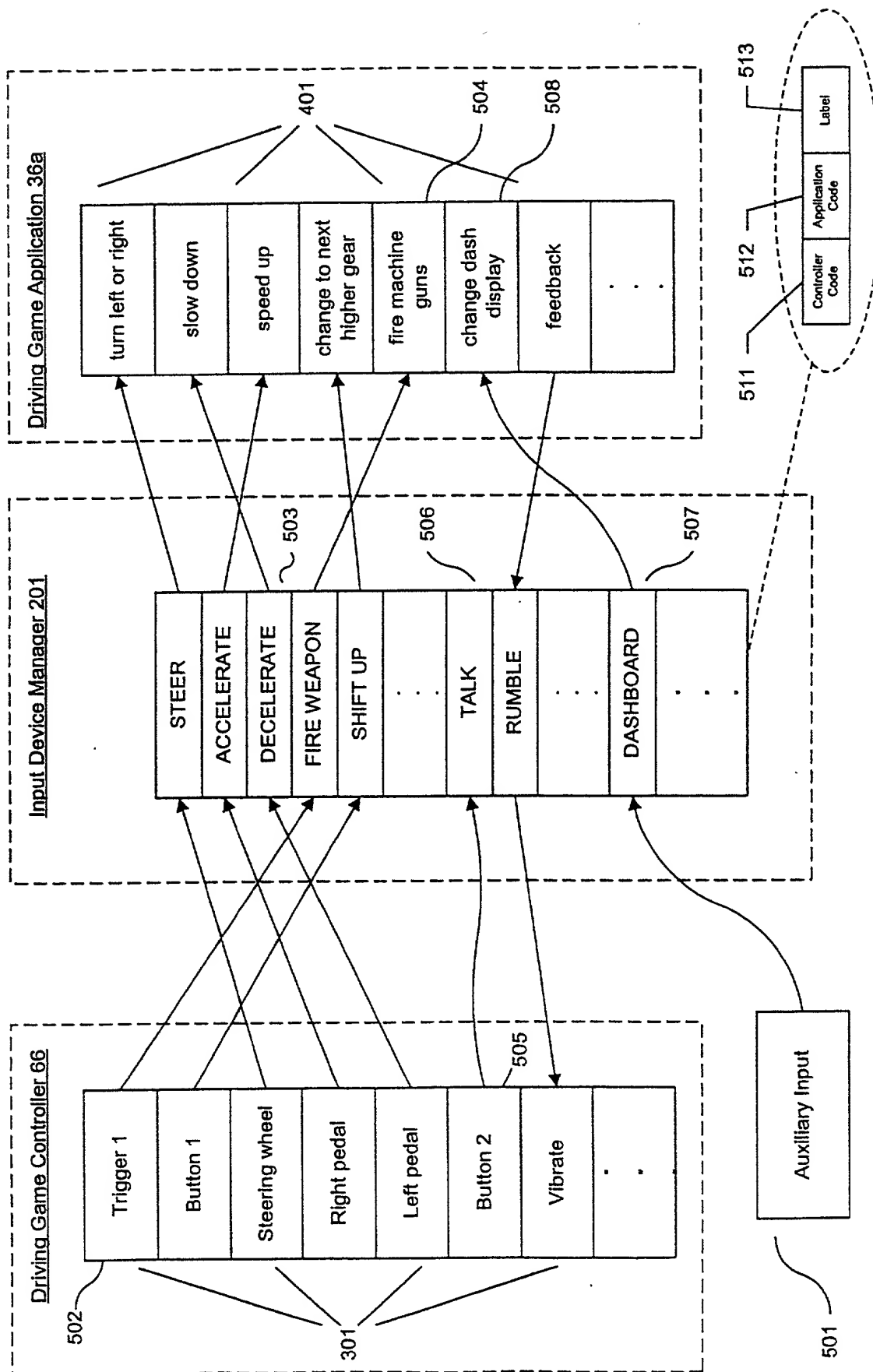
401

302

402

Figure 5

Mapping 220



Patent 4,255,550

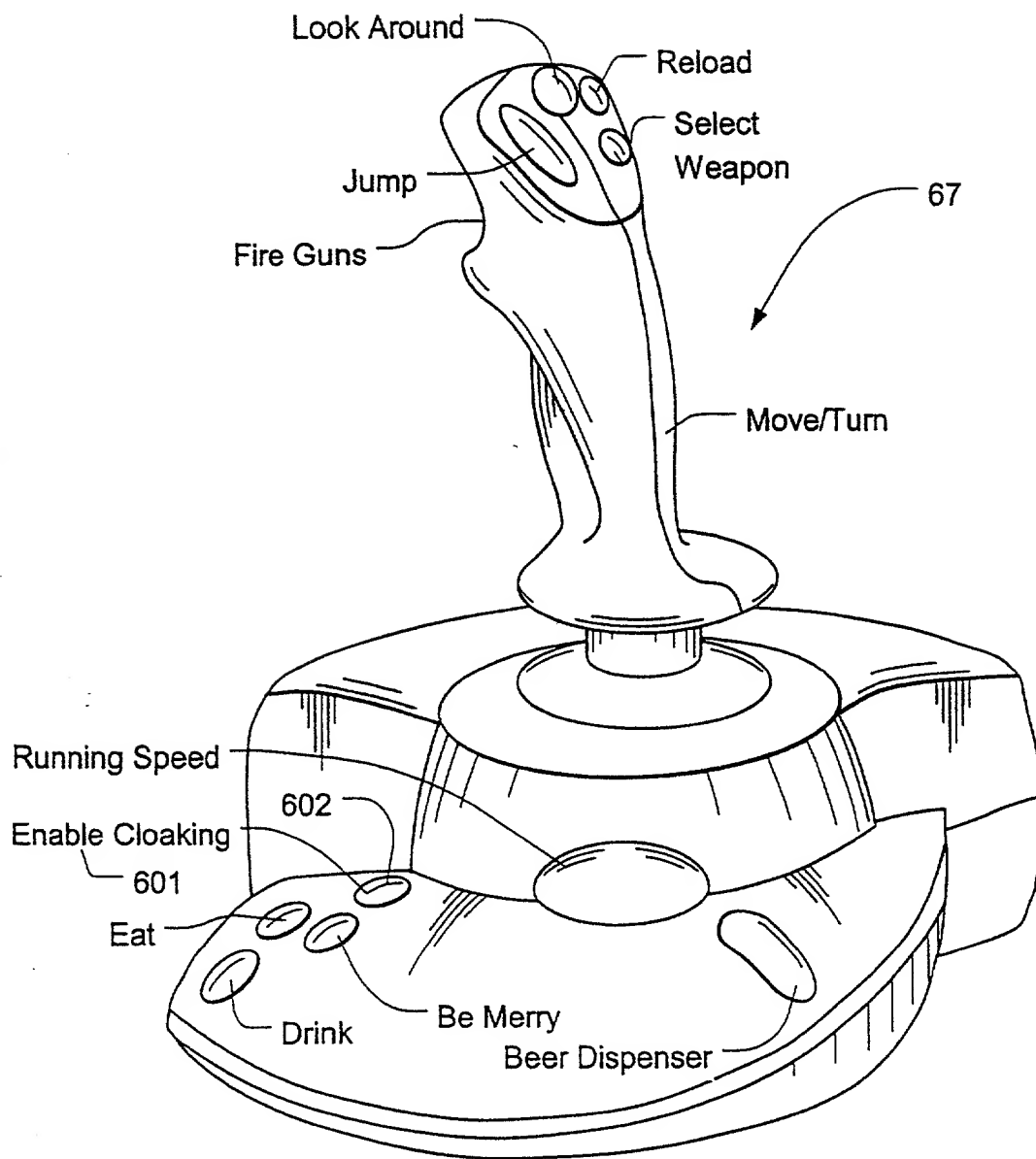
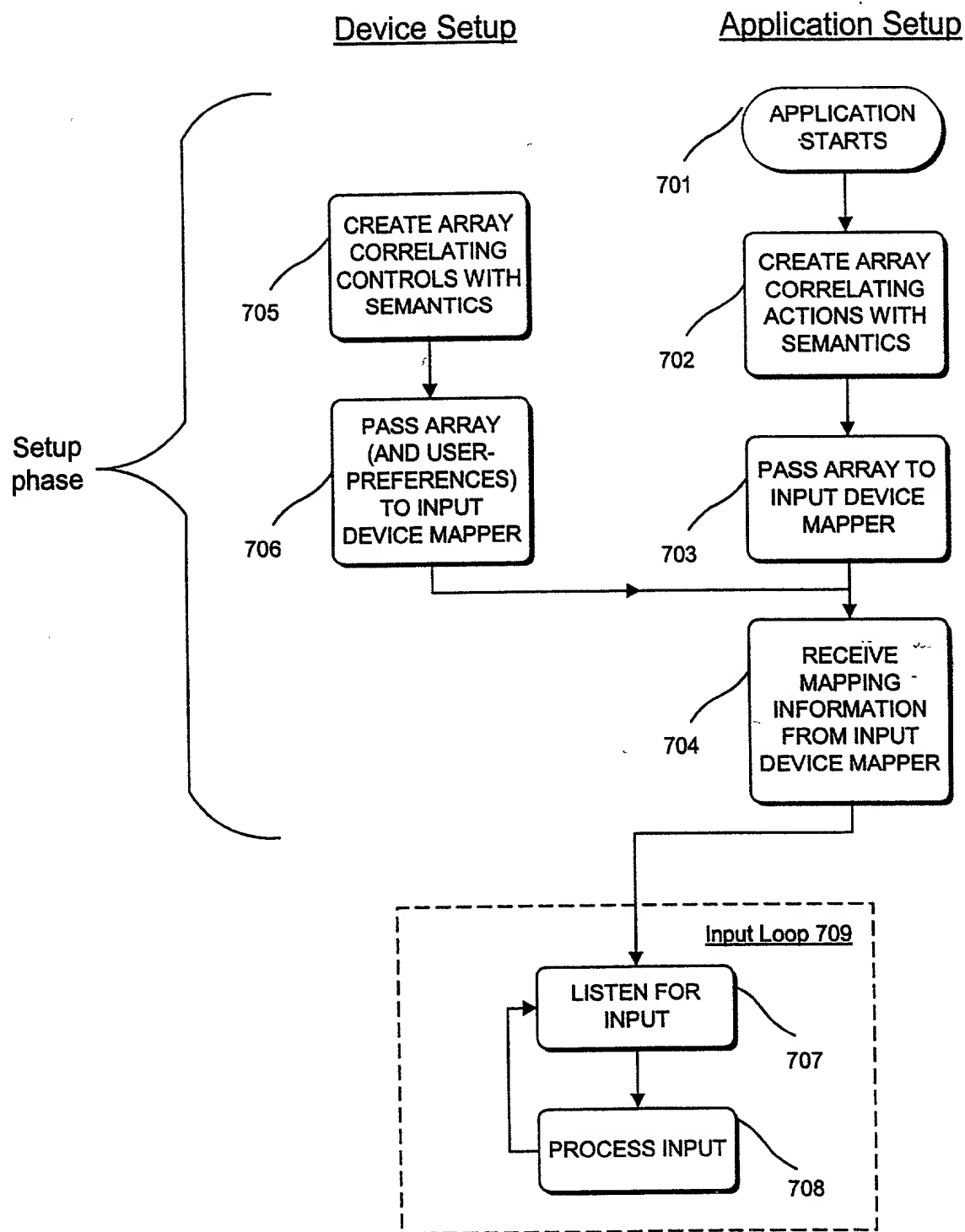


Figure 6

Figure 7



```
graph TD; A["Application Program 36a  
(driving game application)"] -- "Instructions from Application" --> B["Input Device Manager 801"]; B -- "Instructions to Application" --> A; B -- "Lookup" -.-> C["Mapping 220"]; B -- "Instructions to Device" --> D["Driving game controller 66"]; D -- "Notification of Device Events" --> B;
```

The diagram illustrates the architecture of a driving game application system. It consists of the following components and their interactions:

- Application Program 36a (driving game application)**: The main application software.
- Input Device Manager 801**: A central component that manages input from the driving game controller.
- Mapping 220**: A component used for mapping input events to application instructions.
- Driving game controller 66**: The hardware device used to interact with the game.

The flow of data and control is as follows:

- The **Application Program 36a** sends **Instructions from Application** to the **Input Device Manager 801**.
- The **Input Device Manager 801** sends **Instructions to Application** back to the **Application Program 36a**.
- The **Input Device Manager 801** performs a **Lookup** operation with the **Mapping 220** component.
- The **Input Device Manager 801** sends **Instructions to Device** to the **Driving game controller 66**.
- The **Driving game controller 66** sends a **Notification of Device Events** back to the **Input Device Manager 801**.

Figure 8

Figure 9

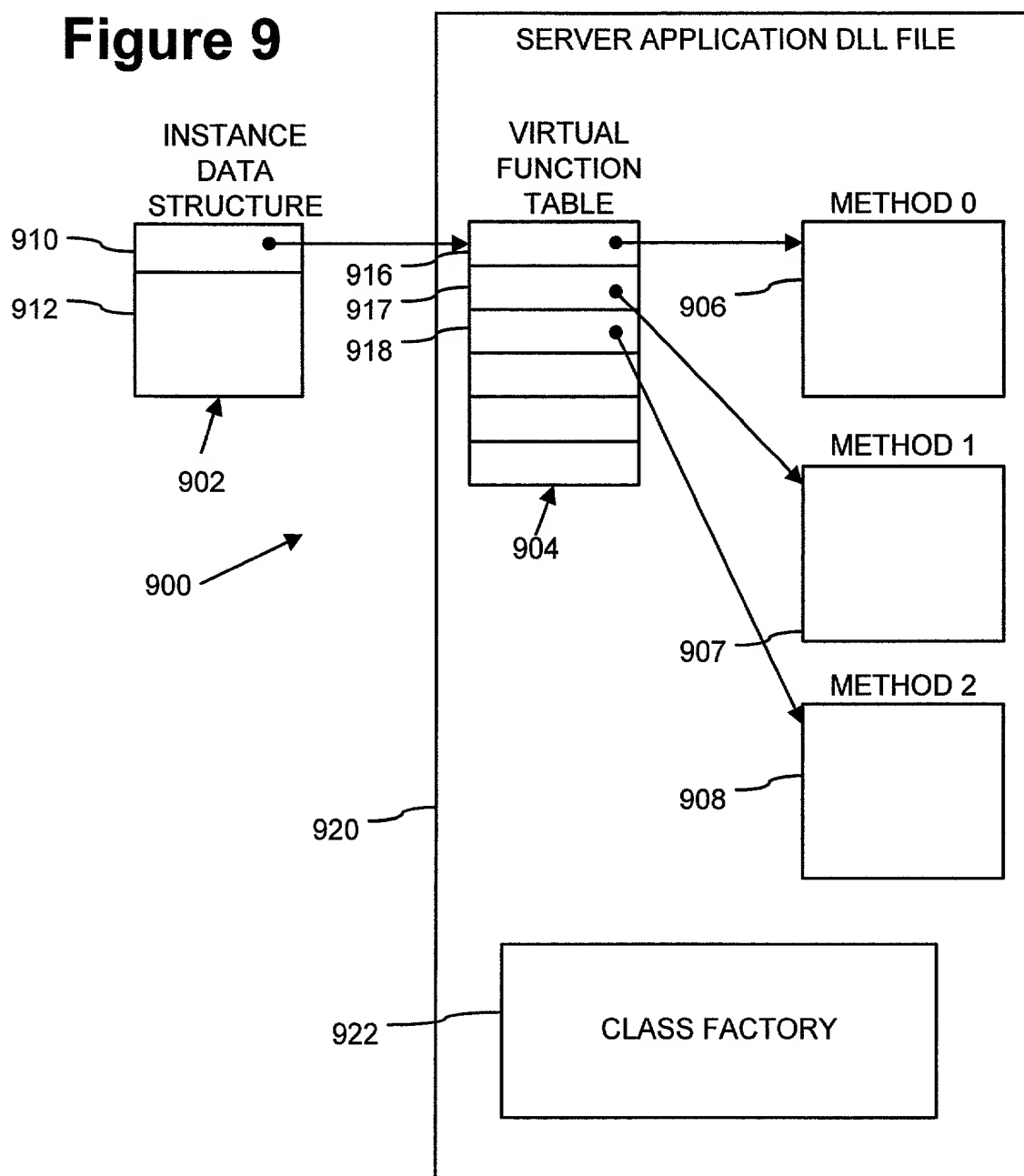
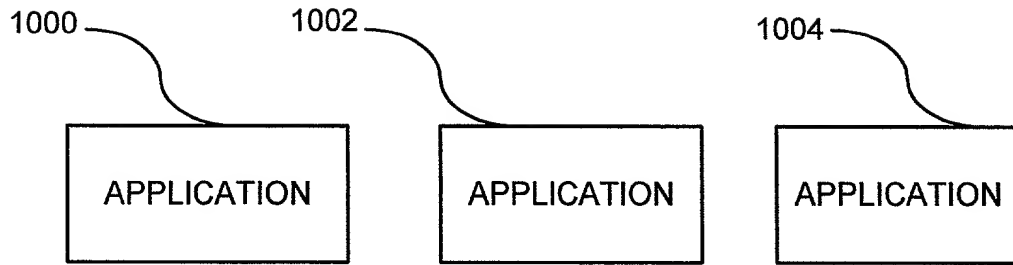


Figure 10



MAPPER API 1006

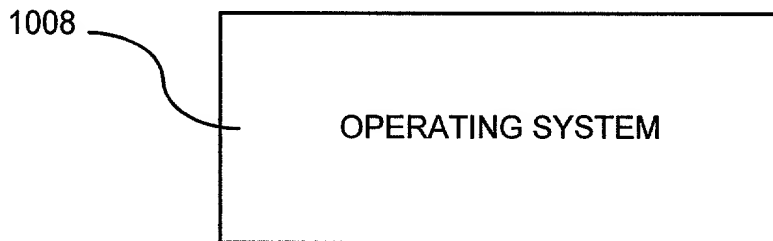


Figure 11

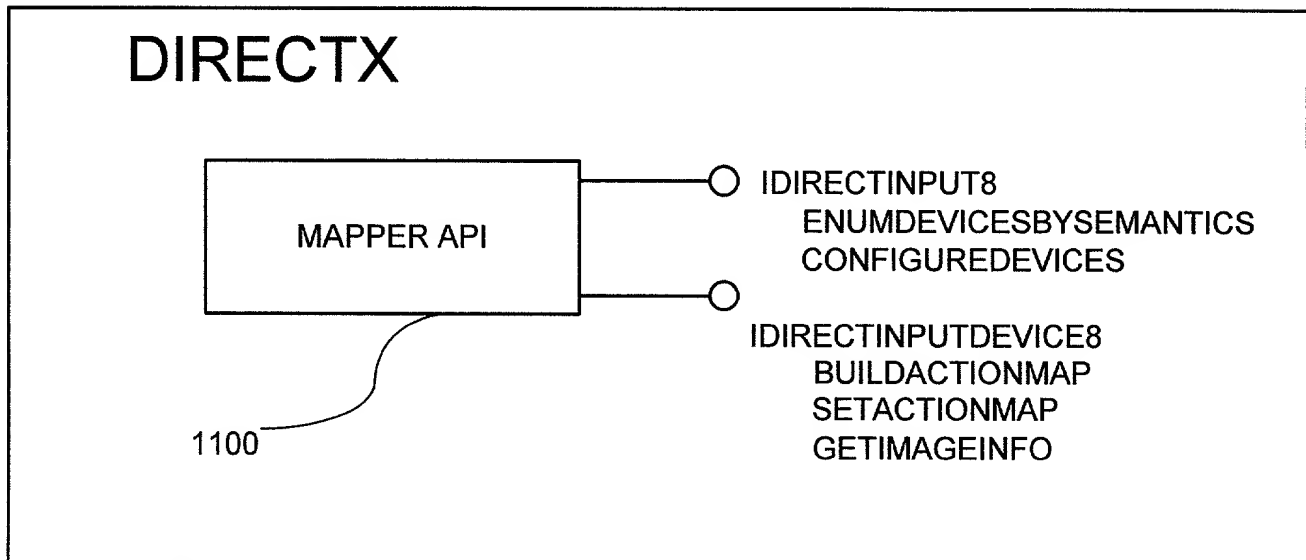
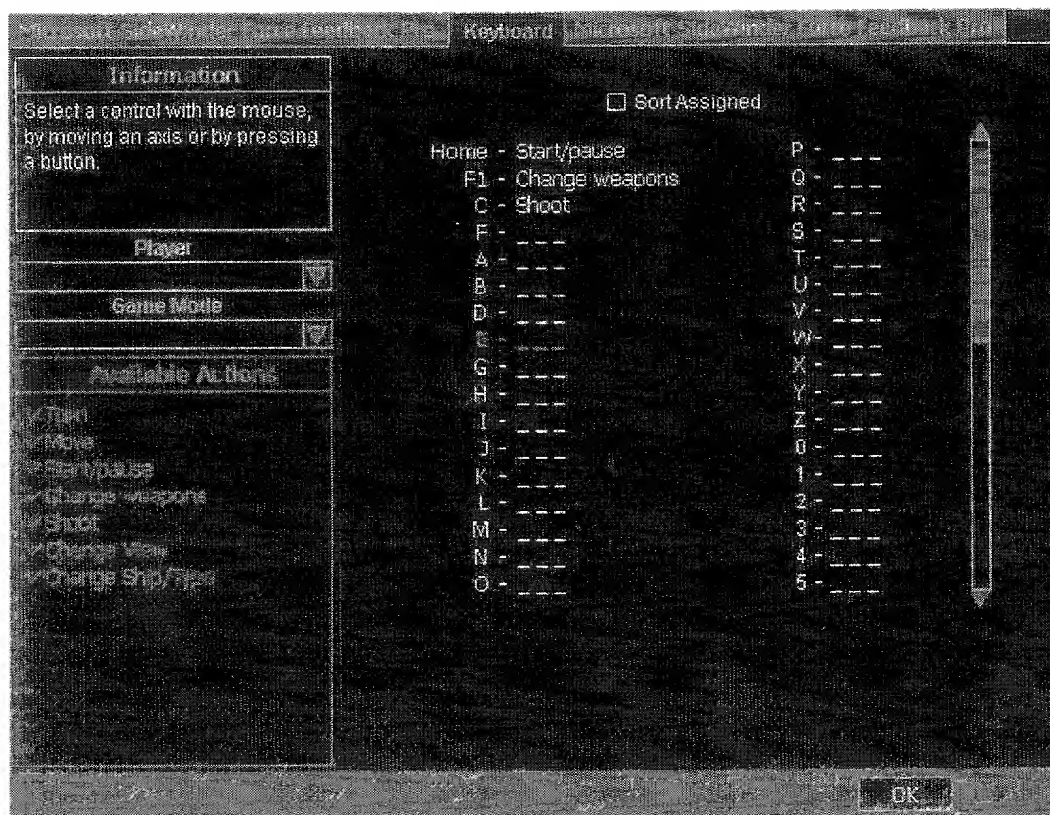
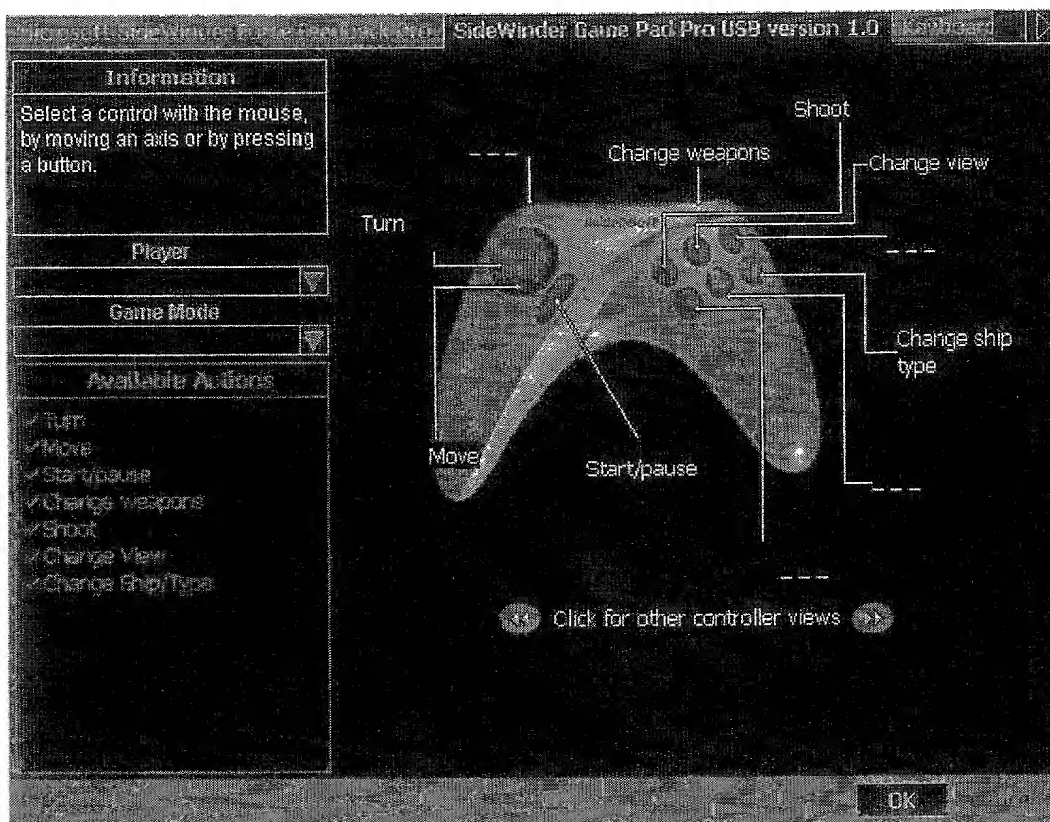


Figure 12



0985374051404

Figure 13

ENUMDEVICESBYSEMANTICS

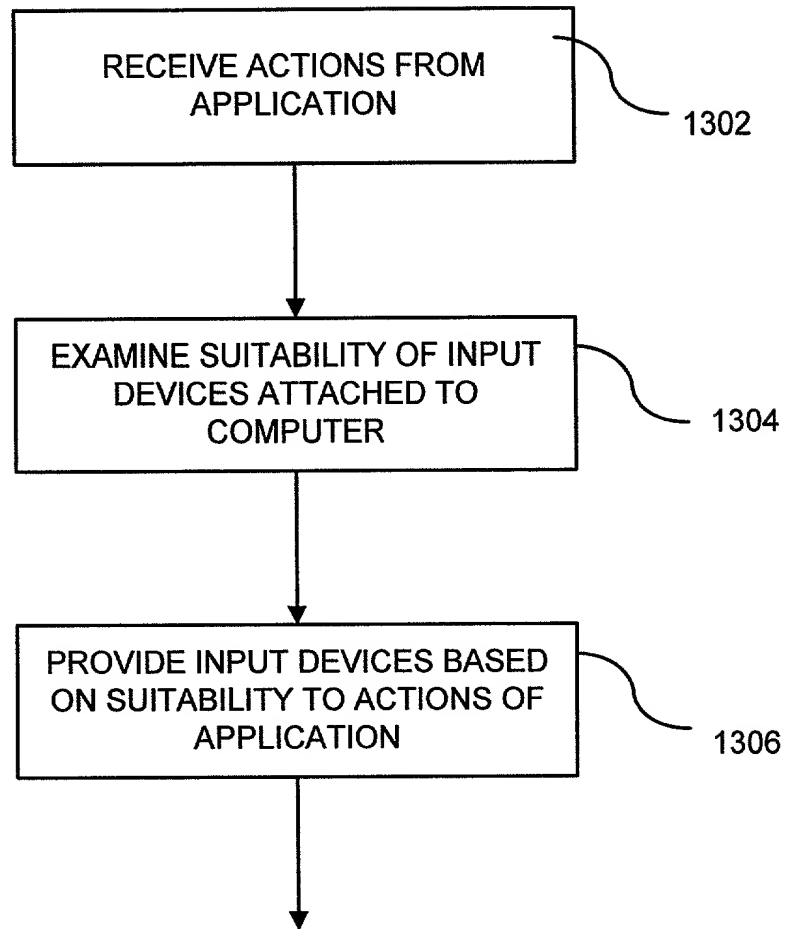


Figure 14

CONFIGDEVICES

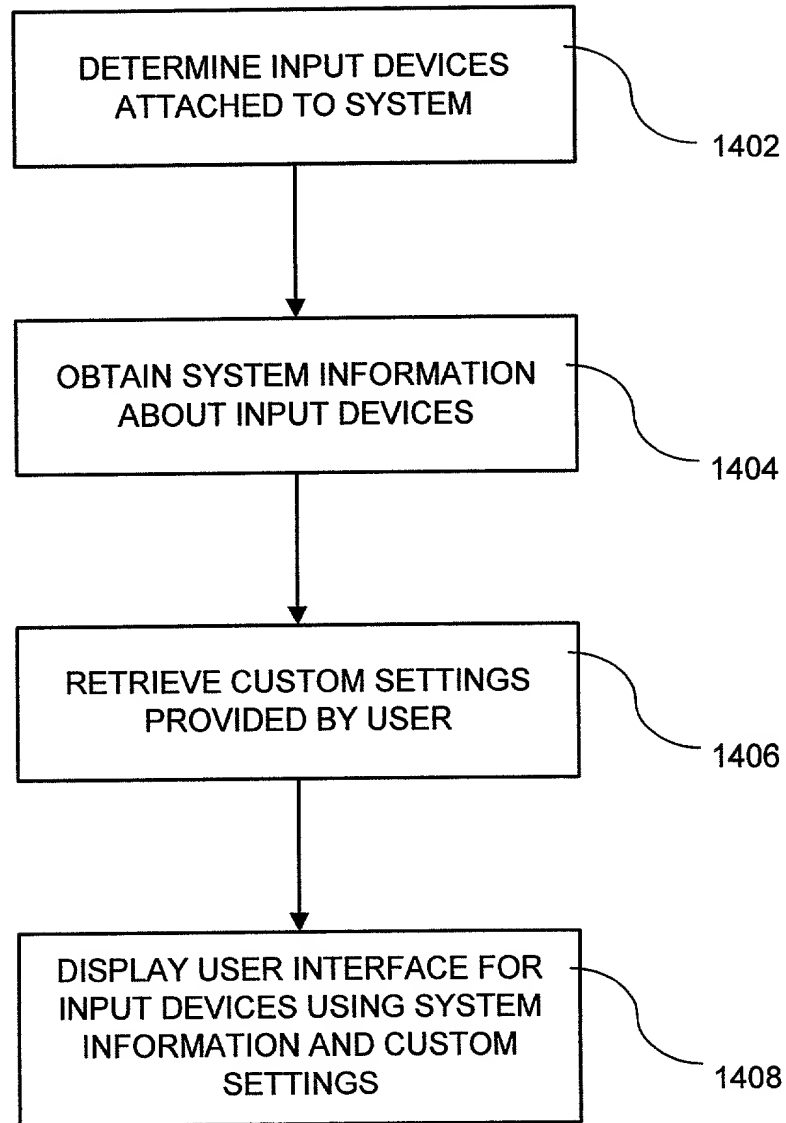


Figure 15

BUILD ACTION MAP

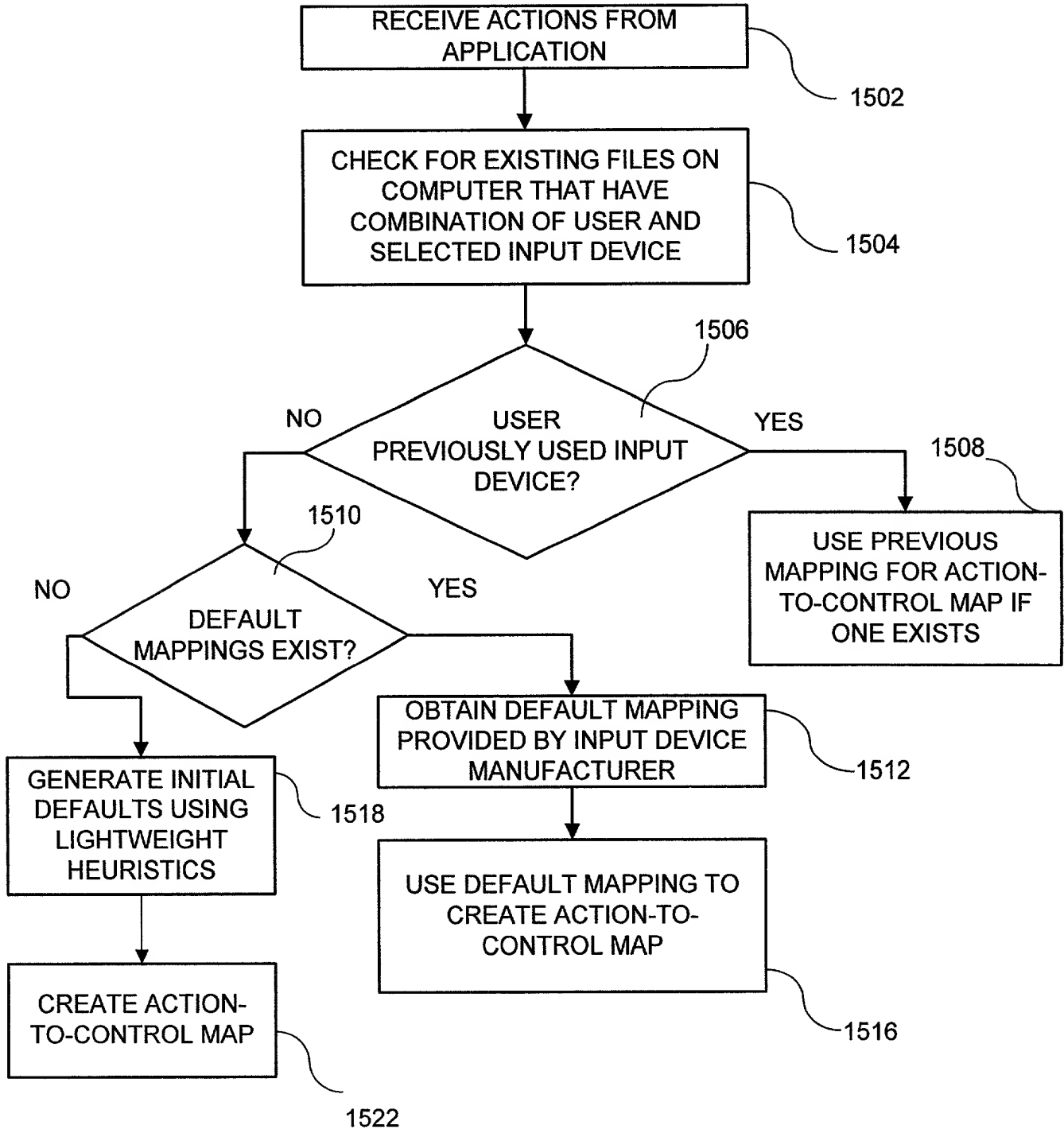


Figure 16

SETACTIONMAP

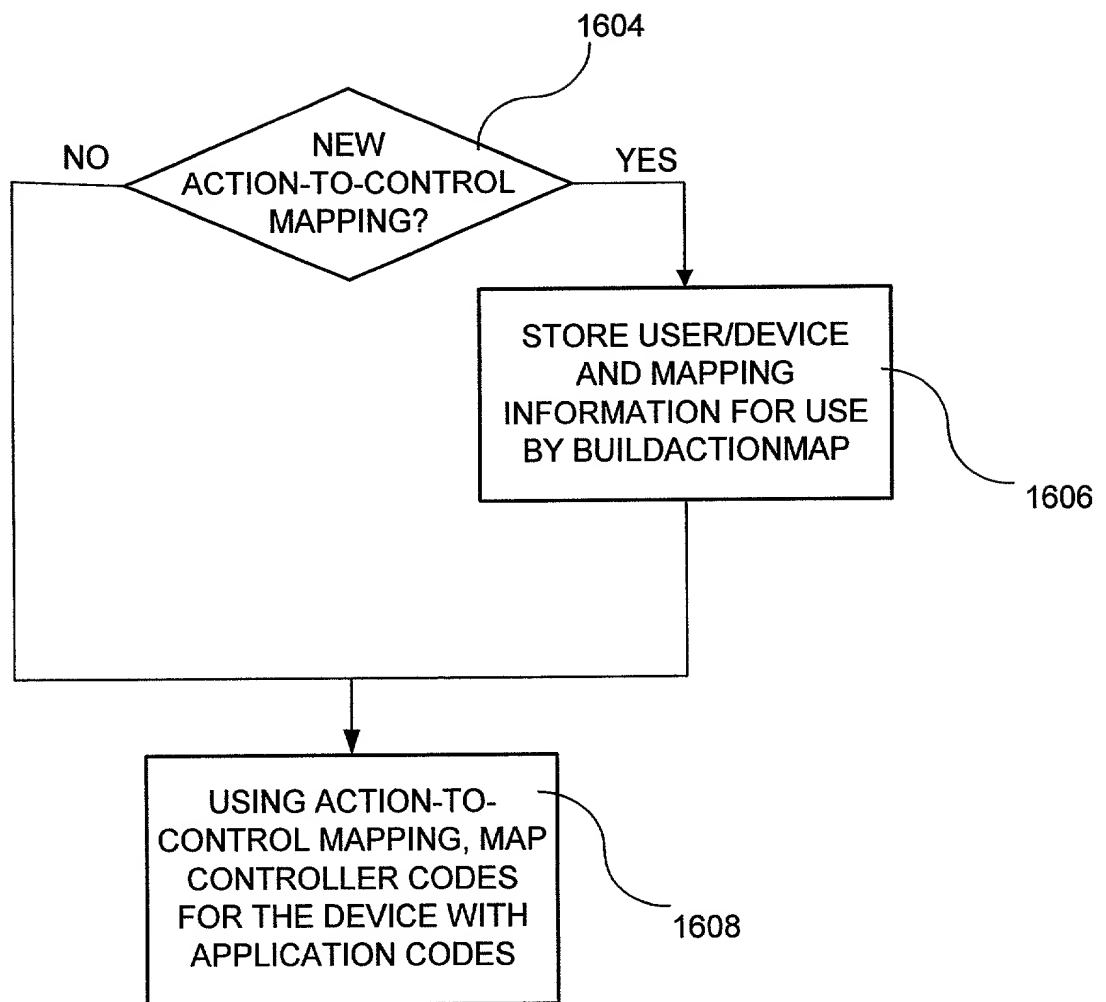


Figure 17

GETIMAGEINFO

